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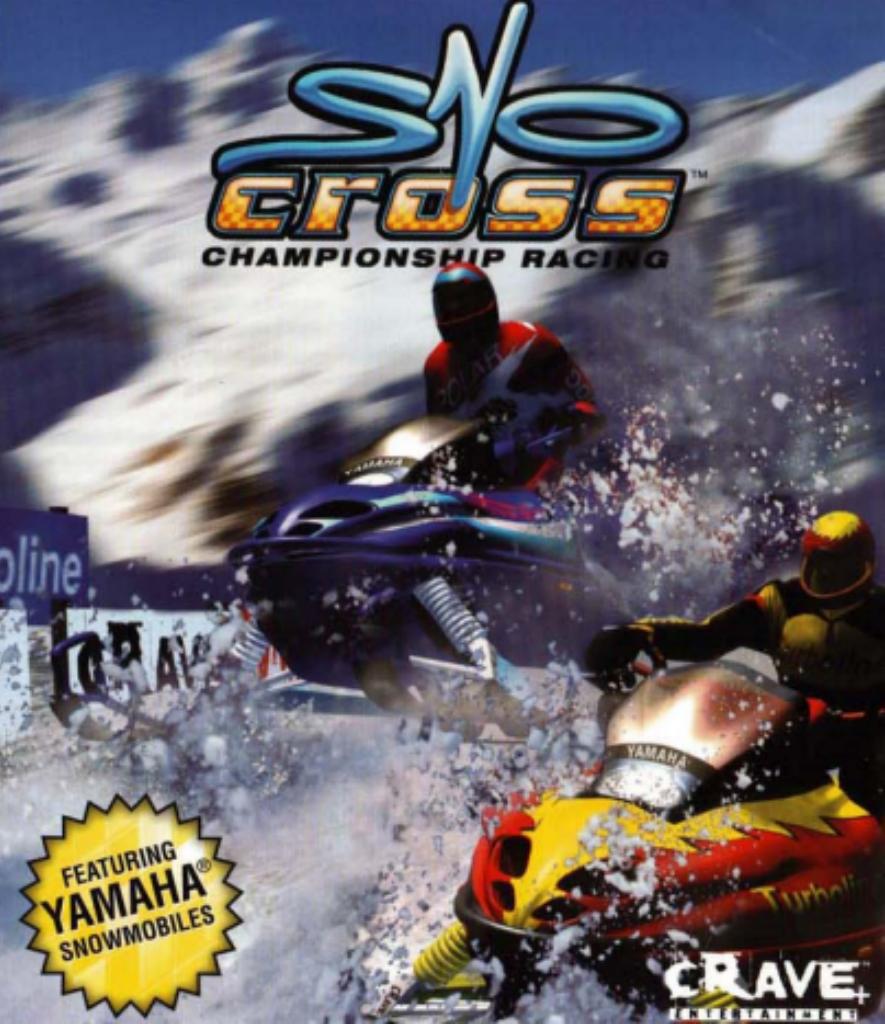
**CRAVE**  
ENTERTAINMENT



PlayStation



SLUS-01093



FEATURING  
**YAMAHA®**  
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**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

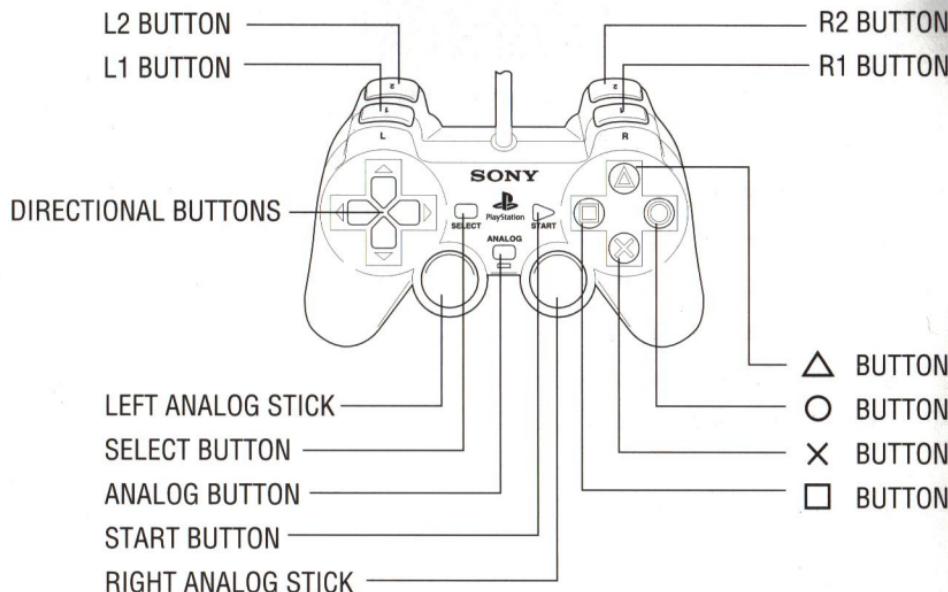
**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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## Dual Shock Analog Controller



**NOTE:** Compatible only in Digital and Analog mode

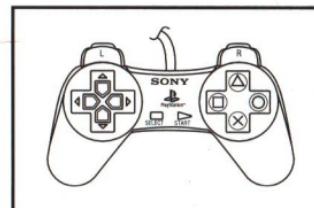
or

Compatible only in Digital and Vibration mode

or

Compatible only in Digital mode

**NOTE:** You may have a controller that looks like this,  
if so please follow the digital instructions outlined above.



## Getting Started

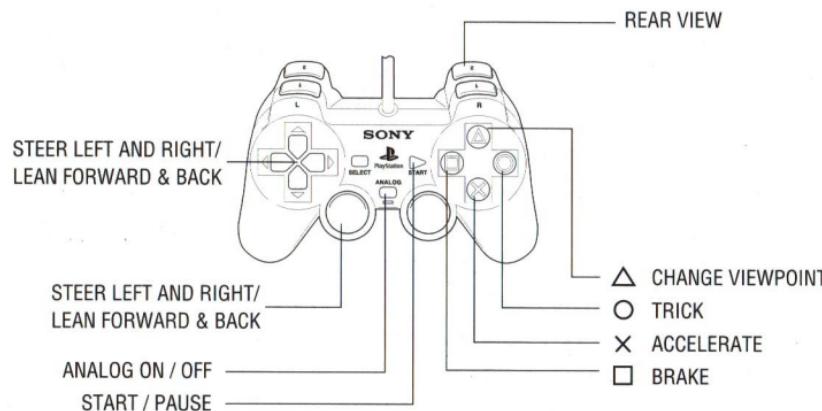
Set up your console as described in its instruction manual. With the power OFF, open the Disc cover and insert the Sno-Cross Championship Racing™ disc.

If you wish to load or save information during play, insert a MEMORY CARD with at least 1 free MEMORY CARD block in MEMORY CARD slot 1. See the "Options" section later in the manual for more details. Close the Disc cover before turning the power ON. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

"To reset the game during gameplay, press the Start button to pause the game, then select "QUIT TO MAIN MENU", and press "YES".

**Note:** If you do not start the game with a MEMORY CARD inserted, you will not be able to save any games. In order to do so, you must restart the PlayStation with a MEMORY CARD inserted.

## Default Controls



The diagram above illustrates the default settings for the digital controller. The configuration can be altered by using the Options Menu (see Options on page 20).

Players can choose between four different camera angles: Behind Rider Near, Behind Rider Distant, In the Sled With Handle Bars, In the Sled without Handle Bars. You may toggle between the four views at any time by pressing the ▲ button.

## Controlling The Game

Both the digital and DUALSHOCK™ analog controller are supported in the game. Controller configuration can be changed in the Options Menu.

### DUALSHOCK™ analog controller

The default controls apply to the DUALSHOCK™ analog controller. In addition, the left stick can be used as follows: push left and right to steer the sled, push forward or back to lean the player's body.

Note: To use the left stick, the DUALSHOCK™ analog controller should be switched to Analog mode (Red LED "on").

## Sno-Cross Racing

Welcome to Sno-Cross Championship Racing! Join extreme sled racers from three different leagues as they travel to such world destinations as: Nagano, Japan, the world class slopes of Aspen, Colorado, and even the Russian naval ship graveyard of Murmansk, Russia.

Seven racing locations have been cleverly recreated to look amazing and offer riders exciting venues for nail-biting action. Try out new tracks, turns and tricks in different weather conditions and during different times of the day for added excitement.

The game features twelve Yamaha sleds that are modeled from secret CAD drawings created by Yamaha's Research & Development division in Tokyo, Japan. Together we have recreated the real speed, physics and gameplay to emulate this dangerous and thrilling sled racing action!

Begin your racing career driving light 500cc models. Eventually, after winning a few championships, you can work your way up through the World Tour all the way to the extremely fast Professional league 700cc sleds. As you progress through

these challenging tournaments, you will unlock hidden sleds and track locations.

As you would expect, sleds can incur tremendous amounts of damage during competition. Upgrade or repair sled parts in the Sno-Cross Championship Racing garage. Choose the best possible equipment for each race and customize your sled like the pros!

Use the Track Editor to change, load, save or make new tracks. This option provides unlimited racing challenges. Custom tracks can be saved on your MEMORY CARD and used for single and two player races.



## Game Menu

Press the **X** button to select highlighted options in the various menu screens. Use the Directional buttons to scroll and change options. Press the **▲** button to return to the previous menu.

You may choose the game mode you want to play. The available modes are:

- Championship
- Single Race
- Time Trial
- Hill Climbing
- Track Editor

### Championship

Championships are single player races that consist of competitions at different racing locations throughout the world. In order to continue in the championship, racers must place 3rd or better in each race of the series. During the championship, sled parts and upgrades (see The Garage on page 14) will be available for sale. Players earn money based on their race performance. You can use your money for repairs and upgrades to your sled.

There are three different championship contests: 500cc, 600cc and 700cc. Winning each competition unlocks new sleds and tracks! In order to proceed to either the 600cc or 700cc levels, you must place first overall in each championship.

### Single Race

Race on any available track with 1 or 2 players. Three computer controlled opponents race against you in Single Player mode. Two-Player mode allows two people to compete against each other on a split-screen.

### Time Trial

Race against the clock in Single Player mode on any available track. Your best times will be saved to your MEMORY CARD. There will be no opponents racing against you.

### Hill Climbing

In Hill Climbing, you get three tries to race up a steep mountainside as quickly as possible. This special game mode is only available once you have completed 500cc Championship.

## **Sled Selection Menu**

Initially, there are four 500cc Class sleds to choose, each with different configurations. Once you have chosen a sled, enter your initials (up to three characters in length). In two-player mode, both players may select the same sled.

600cc Class sleds are only accessible once the 500cc Class championship has been successfully completed. Likewise, the 700cc Class sleds are only accessible once the 600cc Class championship has been successfully completed.

Make sure to take a good look at the different configurations of each sled. The decision between engine performance and weight could prove crucial for the outcome of a race!

These are the different characteristics of the sleds:

- Disp./CC
- Number of cylinders
- Cooling system
- Exhaust
- Front suspension
- Ski type
- Rear suspension
- Weight

For more information about each part of the Racing sleds please refer to page 14, the Garage.

## **Track Selection**

Choose your preferred race track. More tracks will become available as you progress through the game.

A weather icon and track map will be shown to aid your selection. As with the accessible tracks, more weather types and track conditions will become available as you successfully progress through the game.

When playing in championship mode, you must also choose a difficulty setting of either 500cc Class (easiest), 600cc Class or 700cc Class (hardest). More challenging difficulty settings will include harsher weather conditions and night races with limited sight. Also, computer opponents will become more and more skilled as you progress in Sno-Cross Championship Racing.

600cc Class is only accessible once the 500cc Class championship has been completed.

700cc Class is only accessible once the 600cc Class championship has been completed.

## **The Garage**

As the player progresses in championship mode, the more money he/she will earn. The money is used to repair or buy caterpillar tracks, engines, front & back suspensions and skis.

In championship mode and before each visit to a track, you are given the opportunity to change the set up of your bike. You may change caterpillar track, engine, front suspension, back suspension and skis if you have the money to either buy or repair them.

### **Caterpillar Track**

Choose a caterpillar track according to the track surface you will be racing on. This will give you better acceleration and grip.

### **Engine**

The stronger the engine, the higher performance you gain in speed and acceleration of the sled. However, note that high performance engines tend to be heavier than standard engines. This could cause your sled to sink deeper into the snow, making it harder to steer.

## **Front & Back Suspension**

When choosing among suspension options, consider that harder suspension means better grip on a flatter, tarmac-based or hard-packed snow-covered track. This happens because the sled spends more time in contact with the ground, resulting in more engine power usage. The downside of choosing hard suspension is that any impact from heavy landings has to be absorbed by the player. Soft suspension, on the other hand, absorbs impact and gives increased control but makes the sled jumpier. This results in less efficiency for the engine, thus lowering the acceleration and overall speed.

### **Skis**

Sled skis are as important as the wheels on a racing car. A low grip ski is good to use in deep snow since the ski sinks through the soft snow and maintains good grip. A high grip ski is very useful on ice, tarmac and hard packed snow, but decreases sled speed.

## On Screen Display

When playing the game, the following information is displayed:

### Time:

Shows the time elapsed since the start of the race.

### Total Lap Time:

Total time for each completed lap is displayed beneath the Time meter.

### Position:

Your position in the race. It ranges from 1st to 4th.

### Sled Status Indicator:

Shows damage to different parts of your sled. The sled drawing corresponds to the parts that can be repaired or upgraded in the Garage (page 14).

### Lap:

Shows your current lap number. (See the Options on page 20 to see how you alter the number of laps)

### Speed:

Shows the current speed in km/h (kilometers per hour).

### Opponent Proximity Arrows:

These fade in and out depending on how close your opponents are. Arrows disappear when opponents are ahead of you.

## Trick Techniques

Press and hold the trick button (**O** Button) while entering the trick combination on the controller (see Trick List on page 18). Once you release the (**O**) button, the rider will perform the trick. If **HOLD** is included in the trick combination, the trick button should not be released until the trick is finished. The rider will perform the trick as long as the trick button is held down. Tricks with the (**J**) in the description can only be made in a jump. The button combination must be finished and the trick button released before the trick can be executed.

## Trick List

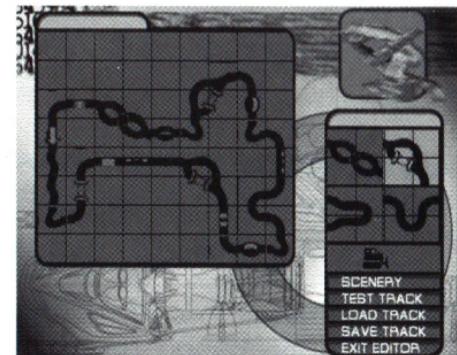
Name	Button(s)	Award
Seat spank:	LEFT	\$10
Snow surf:	UP, DOWN, HOLD	\$10
Fist (J):	UP	\$20
No hands (J):	DOWN	\$20
Hands behind head (J):	RIGHT, HOLD	\$30
Legs up (J):	UP, UP	\$30
Seat stand (J):	LEFT, DOWN	\$30
Heel to heel (J):	LEFT, LEFT	\$40
Air kick (J):	LEFT, UP	\$40
Want me (J):	DOWN, LEFT	\$40
Relax (J)	UP, RIGHT, HOLD	\$50

The money earned on each trick is also doubled in each championship. For example, the "Fist" trick gives you \$20 in the 500cc championship, \$40 in the 600cc championship and \$80 in the 700cc championship.

## Track Editor

The Track editor allows players to create their own racing tracks. These tracks can be saved onto the MEMORY CARD and started from the main track menu. Choose Custom Track when selecting tracks for single and two-player races.

The Track Editor is divided into two parts, the Track Piece Section and the Track Edit section. The Track Piece section contains different track pieces you can use when building a track in the Track Edit Section. Toggle between the two by pressing the **▲** button. Use the Directional buttons to navigate around the screen. Press **X** to either choose a track piece when in the Track Piece section or to attach a track piece to the map in the Track Edit section. When in the Track Edit section you can rotate each track piece by pressing the **O** button. All tracks must be closed circuits in order to be viable tracks. Be sure to use the green arrow piece at the beginning of the track. This is the game start piece and must be used to connect the beginning and end of the track. Your racer will initially appear and begin the race where this arrow piece is placed.



## Options

### Credits

Meet the UDS and Crave Entertainment team members.

### Controller Options

There are three different Controller Options available.

### Sound Options

Adjust music and sound effects volumes independently.

### Adjust Screen

Make sure that the entire screen is visible. Use the Directional buttons to fine tune the screen position.

### Best Times

The top five racing times are saved on the MEMORY CARD. Press the left or right Directional buttons to view the Best Lap time or Best Total time for each track.

### Game Options

Select the number of laps to complete a race. Choose from 3, 5, or 7 laps.

## Sleds

### YAMAHA SX 500R

DISP/CC	494
CYLINDERS	TWIN
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT
	TRAILING-ARM
SKI TYPE	PLASTIC
REAR SUSP.	PROACTION SX-R
WEIGHT	215 KG

### YAMAHA VENTURE 500

DISP/CC	494
CYLINDERS	TWIN
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT
	TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	248 KG

### YAMAHA VMAX 500

DISP/CC	494
CYLINDERS	TWIN
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT
	TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	226 KG

### YAMAHA PHAZER 500

DISP/CC	485
CYLINDERS	TWIN
COOLING	AXIAL FAN
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT
	TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	211 KG

**YAMAHA SX 600R**

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER
REAR SUSP.	PROACTION SX-R
WEIGHT	220 KG

**YAMAHA VENTURE 600**

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	258 KG

**YAMAHA VMAX 600**

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	230 KG

**YAMAHA MOUNTAIN MAX 600**

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER
REAR SUSP.	5.5 INCH WIDE PROACTION MTN
WEIGHT	231 KG

**YAMAHA SRX 700**

DISP/CC	696
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	TRIPLE PIPE POWER VALVE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC
REAR SUSP.	PROACTION SRX
WEIGHT	237 KG

**YAMAHA VMAX 700**

DISP/CC	698
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	230 KG

**YAMAHA SX 700R**

DISP/CC	698
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER
REAR SUSP.	PROACTION SX-R
WEIGHT	220 KG

**YAMAHA MOUNTAIN MAX 700**

DISP/CC	698
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER
REAR SUSP.	5.5 INCH WIDE PROACTION MTN
WEIGHT	232 KG

## Credits

The following people contributed to the making of Sno-Cross Championship Racing:

### UDS Sports Team

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#### Music & SFX

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Christian Björklund

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#### VP of Marketing

#### Marketing Product Manager

## Special thanks go to

Nima Taghavi  
Holly Newman  
Mark Burke  
The Games Agency  
Memovision  
Christer Wagenius  
SVEMO  
Dennis Petit  
Mike Furnish  
Luke Wiedemann  
Kenneth Pettersson  
Yamaha Corp. Japan

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